

week 9:	where's wally?
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Wally is always running off somewhere – we need to find him even if it means travelling to some strange places to find him ... he keeps on getting away.

Games:

1. **Steam Release:** Fetch your friends (to find Wally)

Games Module: page 65 (Blast Off)

2. **Quiet:** Ring (Wally) on a string

Games Module: page 15

3. **Circle:** Cat and Mouse (Wally and us)

Games Module: page 11

4. **Relay:** Where are you Wally? (*Can you hear us coming to find you?*)

The Pack is divided into two (three or four) teams, each with a stick. When the leader calls 'GO', the first Cub from each team runs round the square, banging each drum as he/she passes them. If he/she misses a drum, he/she must go round again. When he/she finishes the circuit, he/she runs to the back of his/her team and passes the stick to the front for the next Cub. The two teams make the circuit in opposite directions, one clockwise and the other counter-clockwise.

5. **Active:** Watch out (*Wally is off in a helicopter – watch out for the blades!*)

Cubs stand in a circle. The Scouter in the middle swings the rope around and the Cubs need to jump over the rope - if they catch the rope they are out of the game.

Wally can be absolutely anywhere!

Sense training:

1. **Sounds:** By the seaside

Record some sounds typical of a seaside town – about ten different sounds. Play them to the Cubs and see how many they can recognise. If the seaside is not a place your Cubs would have visited then maybe sounds from a city centre instead?

2. **Touch:** In the cave

Get ten different items - with different textures – that you may find in a cave (e.g. wet string for spiders webs, wet grapes for slimy stones, wet sand, water, etc.). Blindfold the Cubs and either pass the containers around or set up a string trail for the Cubs to walk along blindfolded, and feel things along the way.

Where do you think he is?

Yarn:

Round Yarn: Scouter begins for a minute or two, establishes a few characters and situations, and then hands over at an exciting moment to the Cub on the right. Each Cub should be given a MAXIMUM of half a minute. The Scouter has the right to step in at any gap and clarify any muddle if necessary. Steer the yarn around the theme i.e. the fact that Wally can be absolutely anywhere.

Information just in ... Wally has been seen crawling under some leaves which lie on the floor of the forest ... full of bugs!

Craft/Activity:

Ensure that knotting is explained/revised before attempting this activity. Have the Cubs practice first before doing this activity and then use the activity to reinforce what has just been learnt.

1. **Activity:** Beetle Game (Knotting revision)

One beetle needs: 8 short pieces of rope (string)
 1 Beetle head – round piece of cardboard with a hole to attach it to the body
 2 Antennae – 2 pieces of wire in a loop
 2 Eyes – 2 large circles

Players need: A bucket
 Large dice
 Tape and glue
 Long piece of rope
 Short rope

Provide all the items for each Six; each Cub throws the dice in turn.

A six must be thrown first to get the body
Five head to be attached to the body with a SHEET BEND
Four legs attached with a REEF KNOT
Three tail, short rope with a SLIP REEF KNOT
Two antennae, stick to head with tape
One eye, glue into place

When the beetle is complete, a long rope is tied around the neck with a BOWLINE and the beetle is dragged across the finishing line some distance away.

We have met some strange people whilst looking for Wally!

2. **Handcraft:** Knotty People (www.girlguides.nb.ca)

Knotty People

Materials:

- 23cm knotting cord or macramé cord
- A small macramé bead (or car seat bead)
- A fine tip marker to draw a face
- 1 small safety pin

Instructions:

1. Feed one end of the cord through the bead.
2. Make an overhand knot on the short end.
3. Fluff the end of the cord for hair.
4. With the remaining cord under the bead, tie a bowline knot.
5. Draw a face on the bead with a fine tip marker.
6. Pin on using a safety pin.

Travelling around looking for Wally means we get to meet many different people.

Singing/Play Acting:

1. **Singing:** Meeting Friends (Tune: Tipperary)

It's a good time to get acquainted
It's a good time to know
Who is sitting close beside you
And to smile and say "Hello!"
Goodbye lonesome feeling
Farewell glassy stare
There's my hand, my name is
Put your hand right there

Wally is able to disguise himself really well which makes it even more difficult for us to find him.

2. **Playacting:** Disguises

Provide items to each Six and let the Cubs disguise themselves using the items supplied.
Once they are all dressed up, have a parade!

Advancement covered:

Silver Wolf:

Knotting: Reef knot and slip reef knot

Gold Wolf:

Knotting: Sheet bend and bowline